



IMPORTANT

Please read the following information before you attempt to install DOOM™ on your system.

WELCOME TO DOOM...

Before you can play this mind-blowing game, you must first install it to your hard disk. Please read the installation instructions in the manual carefully. Once the game is installed, you should also run the README.EXE file which can be found in the directory where you installed DOOM. This file contains important additional information and instructions for Multiplayer Mode. You can run the file by typing README at the prompt from the directory where you have installed DOOM.

To avoid compatibility errors, please make sure that your machine and network conform to the system requirements listed below:

- IBM or compatible 386 or better computer;
- 4Mb RAM;
- VGA graphics card, and;
- Hard disk drive.

A 486 or better computer with a Sound Blaster Pro or 100% compatible sound card is recommended. A network that uses the IPX protocol is required for network gameplay.

To install, exit any programs or menu systems you may be running and return to the DOS system prompt (usually C:\>).

Place Disk 1 in your floppy disk drive and type the drive letter (A: or B:) at the prompt and press the [Enter] key.

Type **INSTALL** and press [Enter] to start the installation routine.

Note: DOOM will require 24Mb of free disk space for the installation due to its decompression routines. After installation, the game will use 12Mb of disk space.

When the game has been installed, a Setup screen should appear. You must run the SETUP routine before playing DOOM.

UPDATES TO THE MANUAL

MESSAGING: Pressing RETURN will show you the last message displayed on your heads-up display.

OPENING DOORS: On a three-button mouse you may double-click the middle button to open doors. You can also double-click the right mouse button to open doors.

GAMMA CORRECTION: On some monitors, DOOM may appear too dark. Press the function key F11 to improve the view.

MULTIPLAYER ADDENDUM

Getting Started

1. Install DOOM as described on the previous page.
2. Launch DOOM from the SETUP program by going to the directory in which you installed DOOM, typing SETUP and pressing the Enter key. (If you are installing DOOM for the first time the SETUP program will be automatically launched.) Unlike playing DOOM in single player mode, DOOM in multiplayer mode must be run either from the SETUP program or by using the command line parameters mentioned later in this addendum.
3. The SETUP program not only allows you to configure DOOM to your system but lets you provide DOOM with information that is necessary for the multiplayer game (i.e. number of players, skill level, mode, etc.). The SETUP program has context-sensitive help at the bottom of the screen.

Number of Players: A maximum of four people can play DOOM on a network.

Compatible Networks: To play multiplayer, you must have a network that uses the IPX protocol. Check your network manual if you are unsure. Novell networks use the IPX protocol.

Multiple Games on the Network: To play a multiplayer game while another group is also playing the multiplayer game, you will need to change your network port address from the SETUP application. The port address tells your server where to send information. Network addresses range from 1-64000. You should refer to the person in charge of your network for possible port addresses.

Multiplayer Instructions

Many of the rules for playing DOOM change for the multiplayer game. Read the following information carefully before you play DOOM in multiplayer mode.

Menus: When you activate the *Options* menu or submenus, the game **KEEPS RUNNING** so that other players can continue with the action. So it is best to find a safe place before adjusting screen sizes or sounds.

Unpause: A player may *Pause* the game by pressing the PAUSE key but any other player can unpause the game by pressing the PAUSE key again. Make sure it's OK with your buddies before taking a breather.

Save: When you save during a network game, it saves on every player's system in the savegame slot you select, writing over whatever was there. Before saving the game, players should agree on a safe slot to save in.

Load: You cannot load a saved game while playing a multi-player game. To load a game, everyone must quit from the multiplayer game and restart DOOM from the saved game. To start from a saved game, you can either select it from the SETUP program or specify it as a command-line parameter.

Weapons: When a player runs over a weapon, he/she picks it up but the weapon remains in the game for other players to take. Note: Shotguns dropped by former human sergeants are removed from the game after being picked up or smashed.

Death: If you die and restart in the level, previously taken items and destroyed monsters *do not* reappear. Even though you've died, other players have survived. We didn't want to undo all of the fine destruction by reviving every monster in the area. However, this also means the level will eventually run dry of monsters and ammunition. You'll have to decide when the level is played out.

Uniform Colours: In net games, each player's uniform is a different colour. the colour of each character is the colour behind your face on the status bar. The colours are *Brown*, *Indigo* (black), *Green* and *Red*.

Chat Mode: In a multiplayer game you can communicate with other players in the *Chat* mode. To enter *Chat* mode and broadcast a message to all other players, press the letter **T**. A cursor will appear where your messages are normally displayed. To broadcast to a specific player, instead of pressing **T**, you will need to press the first letter of the player's colour: **(B)rown**, **(I)ndigo**, **(G)reen** or **(R)ed**. For example, to send a message to the brown character, you would press the letter **B**.

Chat Macros: In a multiplayer game, you can send your own pre-defined macros (defined in the SETUP program) by initiating chat mode (as stated above), then holding **ALT** and pressing the number key that corresponds to the macro you wish to send. for example, if macro #2 is "Eat it and die!", initiate chat mode by pressing **T**, then hold down the **ALT** key and press **2**.

Exiting a level: When one player exits a level, all players instantly exit too, regardless of their position or status.

Cooperative or Death Match Mode

There are two ways to play multiplayer DOOM — *Death Match* or *Cooperative*. In *Cooperative* mode, the players work together. In *Death Match* mode, your mission is to kill everything that moves, including your buddies. You can choose which mode you wish to play from the SETUP program. The differences between the modes are as follows:

Where You Start: In *Cooperative* mode, each player begins in the same area. In *Death Match* mode, the players begin in completely different areas — if you want to see your buddy, you'll need to hunt him/her down. In addition, each time you die you'll restart in one of several random locations.

Keys: Unlike in single player or *Cooperative* mode gameplay, in *Death Match* mode, the players start each location with the keys for opening any locked door in that area.

Status Bar: In *Death Match* mode, the **ARMS** section on the status bar is replaced with **FRAG**. The FRAG section displays the number of times you've killed your opponents.

Automap: In *Cooperative* mode, the Automap works the same way as it does in single-player mode. Each player is represented by a different colour arrow. In *Death Match* mode, you won't receive the pleasure of seeing your opponents on the map. Just like the monsters, your friends could be just around the corner and you won't know until you face them.

Spy Mode: If you're playing in *Cooperative* mode, press the F12 key to toggle through other player's viewpoints. Press any other key to return to your view. You still retain your own status bar down the bottom, and if your view reddens, it is you, not your partner, who has been hit.

Intermission Screens: In both *Cooperative* and *Death Match* modes, the intermission screen lists the achievements. In *Cooperative* mode, the intermission screen lists the achievements for all other players in the game. In *Death Match* mode, the intermission screen provides a death count on everything, letting you know who killed whom.

Death Match Gameplay Notes

The rules for completing or winning a *Death Match* game have been left intentionally general. Any player can exit an area and force all of the other players to move to the next area. Also, there is no limit to how many kills are required to declare a player a winner. We decided to leave this up to you. You know what you like best!

Note: Before you play DOOM in Death Match mode, you should be familiar with the layout of every area in DOOM. Your startup location is random and often in an area that is hostile.

Running DOOM from the Command Line

Much of the information you give to DOOM through the SETUP program can be provided by passing program parameters to the appropriate device driver on the command line.

Network Play

When you want to run a network game, you use **IPXSETUP.EXE** which is the device driver for DOOM's network mode. The parameters are as follows:

- NODES** starts DOOM as a network game and sets the number of players who are going to play. If you don't specify the number of nodes, the default is 2.
-nodes <# of players>
- PORT** sets the port from which to play DOOM multiplayer on the network. By setting a different port, more than one group of players can play DOOM on a single network.
-port <# of the port>

Modem Play

When you want to play a modem or a null-modem game, you will need to run **SERSETUP.EXE** which is the device driver for DOOM's serial communications mode. The parameters are as follows:

- DIAL** tells the program which number to dial if you're going to do the calling.
-dial <phone number>
- ANSWER** puts your modem into Answer mode so someone can call you and play DOOM.
-answer

-COM# specifies the communications port to which your modem or serial cable is connected.
-com1 or -com2 or -com3 or -com4

To run a null-modem game, you must have a null-modem cable plugged into a serial port on both computers and each computer runs SERSETUP.EXE with a -COM# parameter as well as any general parameters. Do not use the -ANSWER or -DIAL parameters or SERSETUP will think you are using a modem.

VERY IMPORTANT!

If you are using a modem, you will probably need to edit the MODEM.CFG file in the DOOM directory. The first line of the file is an *initialisation* string that:

- ❖ sets your modem to work at 9600 baud;
- ❖ turns off error correction; and
- ❖ turns off data compression.

The MODEM.CFG file has a Hayes-standard initialisation string like this: *AT Z S=46 &Q0 &D0*

You just add your own commands after the "AT Z" if your modem doesn't work with these settings — dig up your modem manual for the correct settings.

The second line is a *hangup* string used when you quit DOOM.

If the modem connection isn't working when you call your friend, have your friend call you instead. Try setting the first line of your MODEM.CFG to "AT Z" with no parameters if that still doesn't work.

If you still cannot get the modems to connect, both of you should run your favourite communications programs with 9600, no compression and no error correction. Then quit the communications program but keep the connection established. then just run SERSETUP with a -COM# parameter (as if you were running a null modem game) since you're already connected.

General DOOM Parameters

These parameters can be passed straight to DOOM, or passed to IPXSETUP or SERSETUP which pass them to DOOM.

- LOADGAME** allows you to start DOOM from a specified saved game. Instead of using the saved game name, simply enter the number that corresponds to the slot you saved the game to on the save game screen (0-5).
-loadgame <# of the game>
- DEATHMATCH** starts DOOM as a *Death Match* game. If you don't enter -DEATHMATCH as a parameter, DOOM will default to *Cooperative* mode.
-deathmatch
- SKILL** sets the skill level (1-5) you wish to play.
-skill <# of skill level>
- EPISODE** sets the episode (1-3) you wish to play. The default episode is Episode 1, *Knee Deep in the Dead*.
-episode <# of the episode>
- CONFIG** allows you to use your configuration file from any directory you choose. This is primarily for diskless workstations that don't have a hard disk drive. You need to rename the DEFAULT.CFG file created by the SETUP program to a directory and name of your choosing to avoid conflicts. Eg. -config f:\doom\data\myconfig.cfg
-config <pathname>
- NOMONSTERS** allows you to start palying with no monsters running around! this is great for *Death Match* where, really, the monsters just get in the way!
-nomonsters
- RESPAWN** tells DOOM that you want the monsters to respawn after around eight seconds after you kill them. The *Nightmare* skill level already does this.
-respawn

If you require further assistance, contact Manacomm Customer Assistance on (07) 368 2366, fax your enquiry to (07) 369 7589 or mail it to 9 Camford St, Milton Qld 4064